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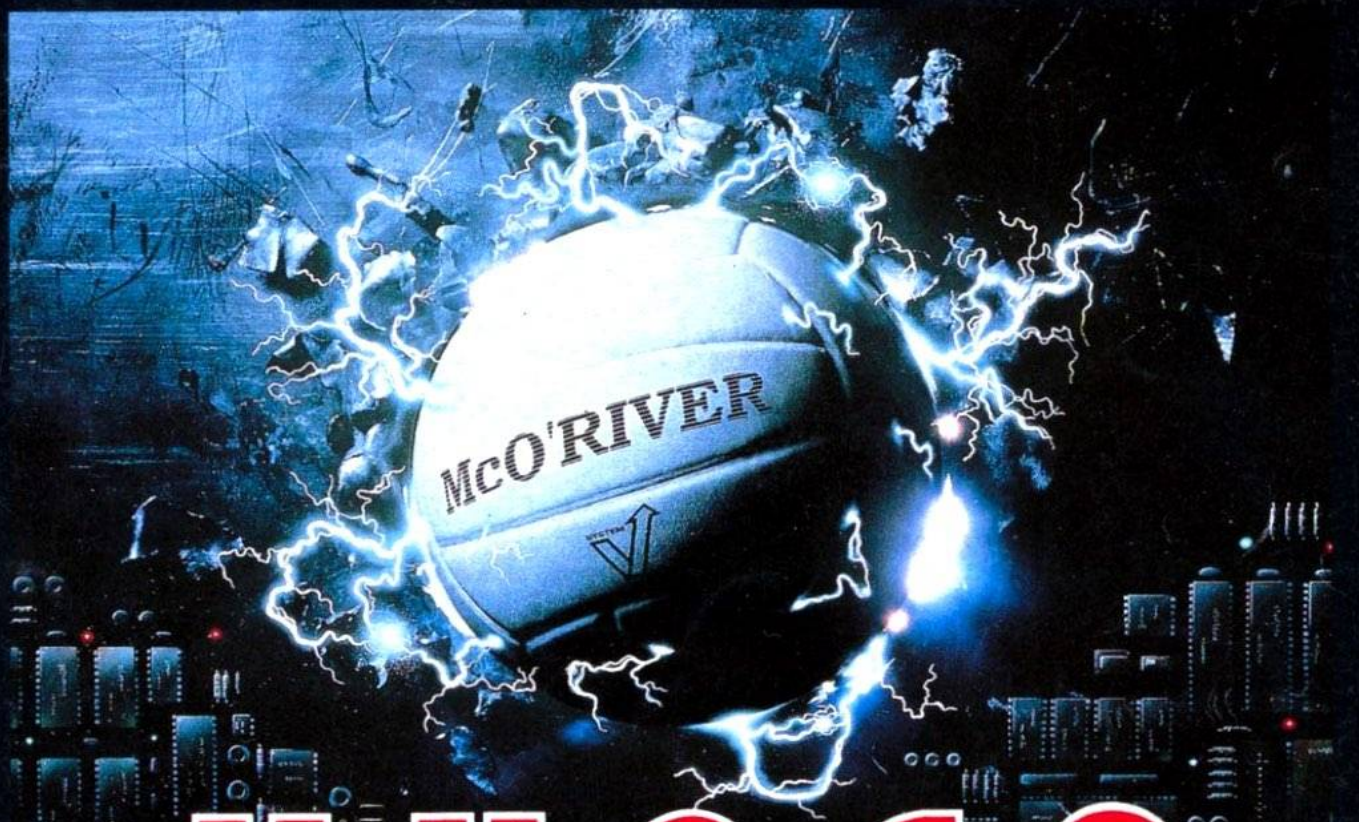

HYPER V-BALL™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

HYPER V-BALL™

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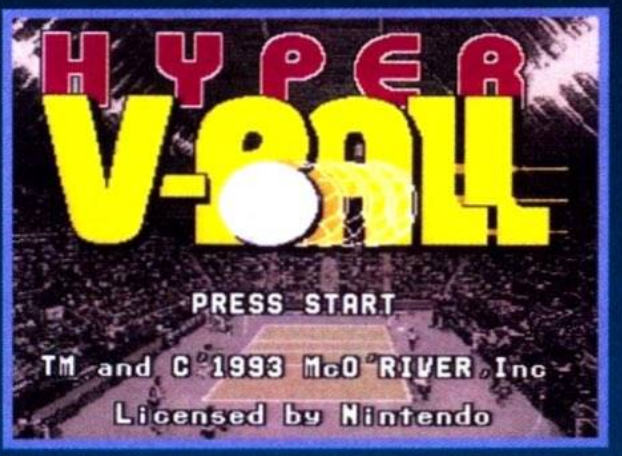
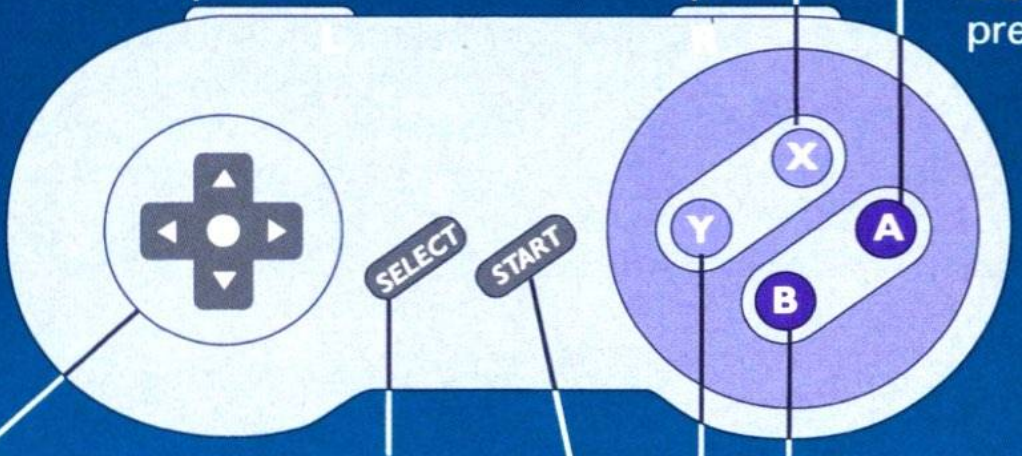
A NEW KIND OF V-BALL!

Choose your team from among the world's finest and enter a Tournament of speed, precision, and power! You will control one member of your team at a time during the match. The player you control changes automatically, and is indicated by a color change. Develop your skills in the Men's and Women's Leagues, then enter the Hyper League where all the players are bionic, Hyper-skilled volleyball warriors!



CONTROLLER



L Button
Push for Coach's advice.

X Button
Works the same as the B Button

R Button
This is not used.

A Button
For Hyper serves, spikes, jumps, and blocks, press A.

Control Pad
This moves your player and the cursor.

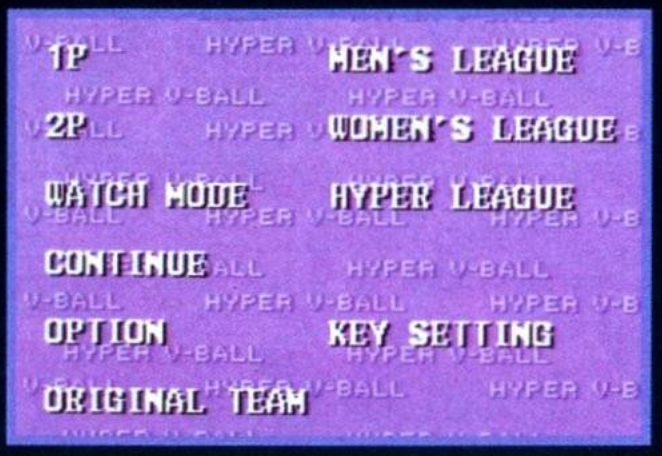
Select Button
Push Select to replace a player.

Start Button
Push Start to pause.

B Button
Push B for regular serves, spikes, etc.

Y Button
This works the same as the A button.

THE MENU SCREEN



When the Title Screen is displayed, push Start to enter the Menu Screen. Here, you must establish the ground rules of the game before playing. To make selections, use the Control Pad to move the cursor to your choice and push the B Button.

1P/2P Mode

To play against the computer, pick 1P Mode. Choose 2P Mode to compete against a friend. The computer or second player team is on the right, yours (1P) is always on the left.

OPTION

When you select this, you enter the Option Screen where you will change various aspects of the game. You can increase the difficulty as your skills improve.

WATCH MODE

When you want to learn more about game techniques and strategies, choose this option. You will then be shown a simulated game. At the same time, you can learn more about your opponents. When the simulation is over, you will be returned to Menu Screen.

ORIGINAL TEAM

With this option, you can design your own kind of players by adjusting their skill levels, (see page 13). Create up to four Original Teams per League.

Men's League
Women's League
Hyper League

First, choose the Men's, Women's, or Hyper League. Next, the national flags of the teams will appear. Pick the flag of the team you want. Or you can choose to build your own Original Team (see Page 13).

CONTINUE

When you have saved the matches you won, you can start playing from the point where you last saved by choosing Continue. You will play the next team in the Tournament.

KEY SETTING (Button Functions)

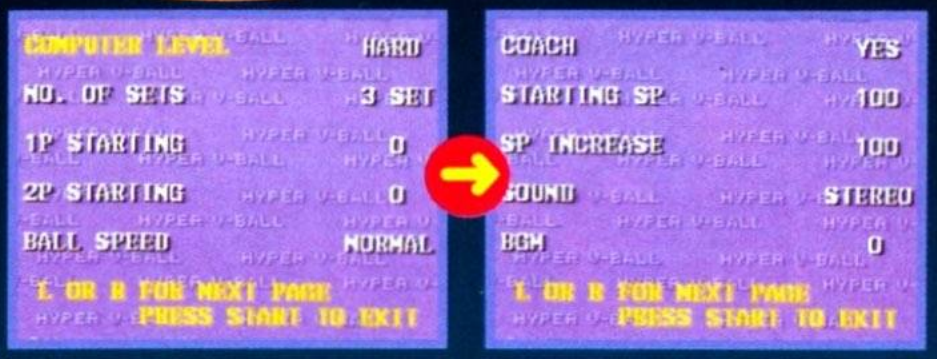
You can change the functions of the buttons to suit yourself. For example, you can make the A Button control coach's advice instead of L. In this booklet, instructions refer to the buttons as they are in their original setting.

V-BALL SETUP

Before the first match begins, you must lay the ground rules, as described in Steps 1-3. You need to decide many things, such as handicaps, ball speed, and number of games.

STEP 1

Before you can play volleyball, you must go into the Option Screen and set up the game. As in the Menu Screen, you will make selections by moving the cursor to the option of your choice with the Control Pad and pushing the B Button.



Computer Level ..... **EASY/NORMAL/HARD**
When you begin, start with Easy. Increase difficulty as you improve.

Number of Games **1/3/5**
To win a match, you must win the majority of games--best of 1, 3, or 5.

1P Starting Points (Handicap) **0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10**
Choose a handicap for your team of anywhere between 0 and 10 points.

2P Starting Points (Handicap) **0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10**
You can assign a handicap of between 0 and 10 points to your opponent.

Ball Speed ..... **SLOW/NORMAL/FAST**
Depending on your skill, adjust the ball speed.

Coach ..... **YES/NO**
To hear the Coach's advice before matches, choose Yes.

Starting SP ..... **0, 100, 200, 300,... 1,000**
You need Special Points for Hyper moves. Choose an amount to start with.

SP Increase ..... **0, 50, 100, 150,... 500**
Select the amount by which your SP will increase when you score.

Sound ..... **STEREO/MONO**
Choose stereo or mono depending on your TV's audio system.

BGM ..... **1, 2, 3, 4,... 93**
You can sample any one of 93 sounds that occur during play.

STEP 2 1P/2P MODE

After you leave the Option Screen and return to the Menu Screen, go to 1P/2P Mode and choose the mode you want.

STEP 3 LEAGUE CHOICE

Select the League you want to play in. The Men's League consists of twelve teams from different countries, the Women's and Hyper Leagues have eight teams.

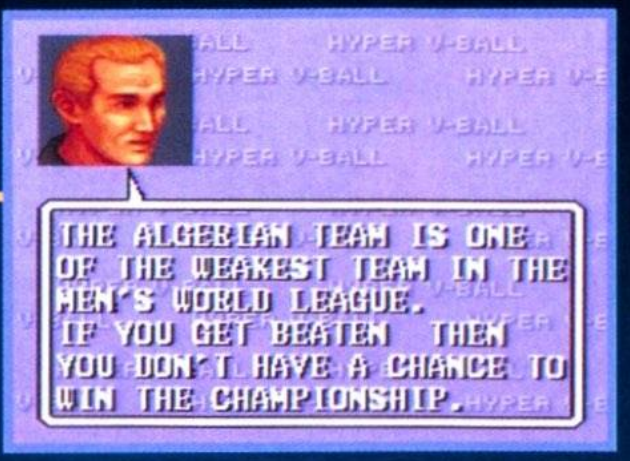
Once you select a team, you will compete against the others in that League for the Tournament Championship. You must defeat all of the teams in your League to win. After you have chosen the Options, 1P/2P Mode, and a team from the Main Menu, the Game Start Screen will appear.

GAME START

In this full-court view, you'll see the name and flag of the opposing teams. In 1P mode, the match number for the tournament will also be shown.

COACH'S ADVICE

In addition to the optional advice, you can get a tip from the Coach if you press the L Button before your player serves.


THE ALGERIAN TEAM IS ONE OF THE WEAKEST TEAM IN THE MEN'S WORLD LEAGUE.
IF YOU GET BEATEN THEN YOU DON'T HAVE A CHANCE TO WIN THE CHAMPIONSHIP.

GAME SCREENS

SP POINTS FOR HYPER SERVES & HYPER SPIKES

VOLLEYBALL SKILLS

The following directions apply to all Leagues. Hit the ball when it turns red. The first player on a team to get the ball is the Receiver, the second is the Setter, the third is the Spiker. In the Hyper League, your players have special skills.

SERVING

To serve, push the buttons for the kind of serve you want, as directed below. Once your player tosses the ball, push B. Use the Control Pad to direct the ball while it's in the air.

Overhand Serve

To make a normal overhand serve, push B. You can use this kind of serve before trying a fast serve, to fool your opponents into relaxing.

Power Serve

This serve burns just over the top of the net. It's a difficult serve for your opponents to return. Push the Control Pad down and B at the same time.

Underhand Serve

When you have a player who can't serve well, try this. It's easier to keep the ball in bounds with this kind of serve. Push the Control Pad up and B.

Jump Serve

Save this for your better players. To Jump Serve, press B and push the Control Pad toward the net (1P should push right, 2P should push left).

Drop Serve

Push the Control Pad away from the net (left for 1P, right for 2P) and the B Button. Once the ball crosses the net it will drop quickly.

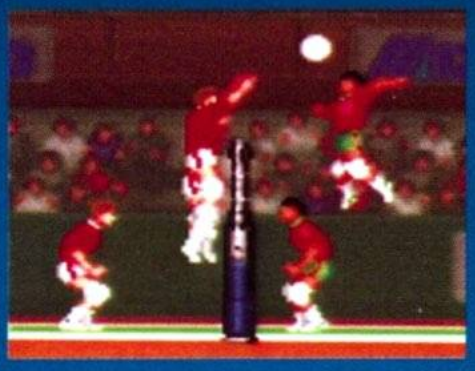
Sky-Hi Serve

The ball will sail into the clouds, then drop fast. Push the Control Pad up and B to toss the ball. Push Control Pad up and B again when the ball turns red.

DEFENSE

Push the Control Pad right or left to position your Receiver. After the Receiver hits the ball, you will use the Control Pad and/or B, as directed in the following sections, to make returns.

If your Receiver is not in the correct position, he cannot pass the ball to your Setter.



Blocking

Timing is critical with this move, so watch the ball closely. To block, push the B Button. One or two players in front will leap up and block the ball.

Changing Players

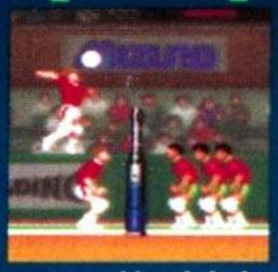
When you want to change players push Select just before your team serves. Move the cursor to the player you want to bench and push B, then select the player you want to bring in and push B.

1P CAN MAN
NAME Po Se Re Sp Bl Jp
15 CABIN G 5 6 10 8 3
12 REID G 10 10 11 7 3
9 ROYAL G 6 7 9 6 1
14 YUKON G 5 8 6 8 2
2 WHITE G 11 8 8 5 1
4 RED S 6 — 3 5 1
1 MAPLE G 10 10 4 5 1
6 LEAF G 5 4 10 10 2
WHO DO YOU WANT TO CHOOSE?

OFFENSE

Watch the positions the opposing players move into when you are deciding where to spike. Always try to pick the kind of spike they are not prepared for.

Open Spike



WHEN RECEIVING

To perform an Open Spike, push up and hold the Control Pad before the Receiver hits the ball. When you have to react quickly, it's best to rely on this move.

Quick Set

DURING SET

After your Receiver hits the ball, press and hold the Control Pad down. He will just tap the ball over to your Setter, who will quickly set short for the spike.

Delayed Spike

DURING SET

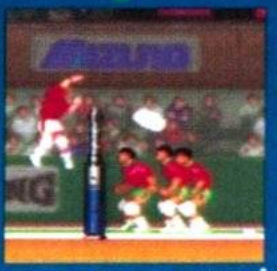
Before the Setter gets the ball, push and hold the Control Pad up. He will set the ball high for a Delayed Spike. This move is good for throwing off the timing of your opponents.

Fake Spike

WHEN RECEIVING

To do a Fake Spike, push and hold the Control Pad up. Once your Receiver hits the ball, press B. One of your players will pretend to spike the ball while it is traveling to the Setter.

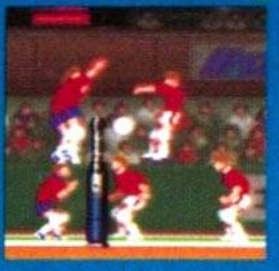
Surprise Spike



DURING JUMP SET ONLY

This is a two-man set that you should use to surprise your opponent. Press the Control Pad toward the net and push B.

Direct Spike



WHEN BLOCKING

Push B twice for this spike. One of your players will both block the ball and then spike it into the opponent's court. This move is more controlled than a block.

Back Row Spike

DURING SET
After the Receiver hits the ball, push and hold the Control Pad away from the net. The ball is set into the back row, and a player back there will leap forward to spike it.

Dink

WHEN SPIKING
To Dink the ball, push the Control Pad up when the Spiker hits the ball. Use this move to lob the ball over an opponent trying to block your spike.

* When Spiking, press the Control Pad left or right to alter the path of the ball.

AFTER THE GAME

GAME OVER

A match ends when a team's score reaches 15 points and is at least 2 points ahead of the opponent. If you want to Continue and play the next team, push B. When you lose a match, you are automatically returned to the Main Menu. There you can start over from scratch or Continue from a previously saved match series.

SAVE GAME

You will get a password after every winning match. To continue a match you want to play, select CONTINUE from the menu screen and enter the password.

HYPER LEAGUE

HYPER SPIKES AND SERVES

In the Hyper League, your half-man, half-machine players can make both normal and Hyper serves and spikes. To perform the Hyper moves, you will push only the A Button when your player is in position. There are six Hyper serves and six Hyper spikes, and you need a certain amount of SP to perform them. The SP you currently have appearsat the bottom of the screen. Every time you score a point, SP increases by the amount you set in the Option Screen.

HYPER SP CONSUMPTION

Serve	SP Needed	Spike	SP Needed
Mystery	300	Sharp	350
Split	300	Split	200
Tornado	200	Tornado	150
Boomerang	500	Sky-Hi	200
Flash	250	Flash	250
Bop	150	K-O	500

HYPER SERVES

Mystery Serve
The ball vanishes after it crosses the net.

Split Serve
With this serve, one ball splits into three.

Tornado Serve
The ball spins around in a zigzag.

Boomerang Serve
The ball goes out of bounds, then returns.

Flash Serve
This smasher fires the ball at laser speed.

Bop Serve
As it travels, the ball makes a little hop.

HYPER SPIKES

Sharp Spike
The ball shoots off at right angles.

Split Spike
The ball splits into three full size balls.

Tornado Spike
The ball zigzags into your opponent's court.

Sky-Hi Spike
The ball rises high, then drops fast.

Flash Spike
Returns the ball with lightning speed.

K-O Spike
Knock out the opposing Receiver with this.

ENDURANCE

Point Loss

When a player gets knocked down while trying to receive a spike, he loses endurance points. If his points reach zero, he must be removed. All players recover their points after a game, except those with 0.

Replacements

When a player has 0 points, push the Select Button for a replacement. The new player has low skill levels and won't play as well, so try not to lose your team members.

ORIGINAL TEAM

The players on the normal teams in Men's, Women's, and Hyper Leagues have fixed skill levels. They cannot be altered. When creating an Original Team, however, you can adjust the skill levels of the players on the team of your choice. You have a certain amount of points you can redistribute among your players, depending on the League you're working in. First, select the team name, team color, player number, and player name. After that you will change your players' skill levels. You can transfer the points already assigned to each player, plus you have an additional number of points to distribute.

Distribute Points

Men's & Women's Leagues

Each player in these two Leagues has seven skills, with a certain number of points assigned to each. You have 25 extra points to apply to the players' skills, plus you can redistribute their existing points.

SP...SPIKE, SE...SERVE, RE...RECEIVE, BL...BLOCK

Add or subtract points from each of these skill levels between the range of 5 and 16 points per skill. The higher the number, the better.

JP...JUMP, BA...BACK ROW SPIKE, PB...SPIKE / THROUGH BLOCK

When adjusting these skills, you can change the point count in the range of 1 to 8. Again, a higher number means greater skill.

Hyper League

For Hyper League Original Teams, players have the seven skills described above, plus three extra. But now you have 30 points to distribute. You cannot add or subtract points from the Hyper serve and Hyper spike skills.

HYPER SEVES & HYPER SPIKES

Assign both a Hyper serve and a Hyper spike to each of the players on your Hyper League Original Team.

EN...ENDURANCE This skill ranges from 30-50 in 5 point increments.

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